

Amendment to the Claims

1-52. (Canceled)

53. (New) A method comprising:

defining a team of players, wherein membership in the team is independent of gaming devices on which the players play;

allowing members of the team to participate jointly in determining a single outcome for the team by:

accepting a first input from a first player at a first gaming device;

accepting a second input from a second player who is not the first player, the second player at a second gaming device which is not the first gaming device;

generating the single outcome for the team, and presenting the single outcome to the team as if the single outcome were a function of the first input and the second input, wherein the single outcome indicates a team payout for the team and is not formed from outcomes that define individual payouts.

54. (New) The method of claim 53 further comprising presenting a grid of opaque symbols on display screens of each gaming device on which the players play and wherein behind each opaque symbol is a hidden game symbol.

55. (New) The method of claim 54 wherein the hidden symbols are identical between team members.

56. (New) The method of claim 55 wherein the grid has rows and columns.

57. (New) The method of claim 56 wherein the first input from the first player is a selection of a row.

58. (New) The method of claim 56 wherein the second input from the second player is a selection of a column.

59. (New) The method of claim 58 wherein the first input from the first player is a selection of a row.
60. (New) The method of claim 59 further comprising revealing a corresponding hidden symbol based on the row and column selections received.
61. (New) The method of claim 60 further comprising providing the team payout.
62. (New) The method of claim 52 wherein the first input comprises a first seed number.
63. (New) The method of claim 62 wherein the second input comprises a second seed number.
64. (New) The method of claim 63 further comprising combining the first and second seed numbers to make a combined seed.
65. (New) The method of claim 64 wherein combining the first and second seed numbers comprises adding the first and second seed numbers.
66. (New) The method of claim 64 wherein combining the first and second seed numbers comprises multiplying the first and second seed numbers.
67. (New) The method of claim 64 further comprising using the combined seed in a random number generator to initialize the random number generator.
68. (New) The method of claim 62 further comprising deriving the first seed number from a digital representation of a fingerprint provided by the first player.
69. (New) The method of claim 52 wherein the first input comprises the first player initiating spinning of reels.

70. (New) The method of claim 69 wherein the second input comprises the second player stopping the spinning of reels.

71. (New) A computer readable medium comprising software with instructions adapted to:

define a team of players, wherein membership in the team is independent of gaming devices on which the players play;

allow members of the team to participate jointly in determining a single outcome for the team by:

accepting a first input from a first player at a first gaming device;

accepting a second input from a second player who is not the first player, the second player at a second gaming device which is not the first gaming device;

generating the single outcome for the team, and presenting the single outcome to the team as if the single outcome were a function of the first input and the second input, wherein the single outcome indicates a team payout for the team and is not formed from outcomes that define individual payouts.

72. (New) A system comprising:

a first gaming device;

a second gaming device, which is not the first gaming device; and

a controller operatively coupled to the first and second gaming devices and adapted to:

define a team of players, wherein membership in the team is independent of gaming devices on which the players play;

allow members of the team to participate jointly in determining a single outcome for the team by:

accepting a first input from a first player at the first gaming device;

accepting a second input from a second player who is not the first player, the second player at a second gaming device;

generating the single outcome for the team, and presenting the single outcome to the team as if the single outcome were a function of the first input and the second input, wherein the single outcome indicates a team payout for the team and is not formed from outcomes that define individual payouts.

73. (New) A method comprising:
- providing a first gaming device;
 - providing a second gaming device distinct from the first gaming device;
 - accepting a first input from a first player at the first gaming device;
 - accepting a second input from a second player at the second gaming device, wherein neither the first input nor the second input comprises indicia found on a paytable associated with either gaming device;
 - generating an outcome; and
 - presenting the outcome to the first and second players as if the outcome were a function of the first input and the second input.
74. (New) The method of claim 73 wherein the first input is a request to initiate spinning of reels.
75. (New) The method of claim 74 wherein the second input is a request to halt the reels.
76. (New) The method of claim 73 wherein the first input comprises a first seed number.
77. (New) The method of claim 76 wherein the second input comprises a second seed number.
78. (New) The method of claim 77 further comprising combining the first and second seed numbers to make a combined seed.
79. (New) The method of claim 78 further comprising using the combined seed in a random number generator to generate the outcome.
80. (New) A method comprising:
- providing a first gaming device with a first display;
 - providing a second gaming device with a second display, wherein the second gaming device is not the first gaming device;

generating a grid comprising a plurality of columns and a plurality of rows;
populating the grid with symbols;
presenting the grid on the first display and the second display such that the symbols
populating the grid are occluded;
receiving a first indication from a first player at the first gaming device indicating a first
selection of a row from the plurality of rows;
receiving a second indication from a second player at the second gaming device
indicating a second selection of a column from the plurality of columns; and
revealing one of the symbols based on the first and second selections.

81. (New) A method comprising:

establishing a team of a plurality of players that will play wagering games, wherein
membership in the team is independent of any particular gaming device;
providing to the team at least one team tracking card;
tracking comp points for the team based on play of wagering games by individual
members of the plurality of players of the team.

82. (New) The method of claim 81 further comprising associating information with the at least
one team tracking card.

83. (New) The method of claim 82 wherein associating information with the at least one team
tracking card comprises associating at least one of: an identifying number and a team name.

84. (New) The method of claim 81 wherein providing to the team at least one team tracking card
comprises providing each of the plurality of players of the team with a team tracking card.

85. (New) The method of claim 84 further comprising providing each of the team tracking cards
with a common identifying number, common text, or common markings.

86. (New) The method of claim 81 further comprising awarding comp points when a player uses
the at least one team tracking card while playing a wagering game.

87. (New) The method of claim 81 wherein tracking comp points comprises tracking comp points at a slot server.

88. (New) The method of claim 81 further comprising awarding comp points to the team for game play by a first player and awarding additional comp points to the team for additional game play by a second player who is not the first player.

89. (New) The method of claim 81 further comprising allowing a charity to redeem a benefit for comp points tracked.

90. (New) A method comprising:

 establishing a team comprising a plurality of players, wherein membership in the team is independent of gaming device usage;

 detecting qualifying game play by a first one of the plurality of players;

 awarding comp points to the team based on the qualifying game play of the first one of the plurality of players;

 detecting qualifying game play by a second one of the plurality of players, wherein the second one of the plurality of players is not the first one of the plurality of players;

 awarding further comp points to the team based on the qualifying game play by the second one of the plurality of players; and

 providing a benefit on redemption of one or more comp points.

91. (New) The method of claim 90 further comprising tracking comp points possessed by the team.

92. (New) The method of claim 91 wherein tracking comp points comprises using a database to track comp points.

93. (New) The method of claim 90 further comprising bifurcating comp points between the team and an individual based on the qualifying game play of the first one of the plurality of players.

94. (New) The method of claim 93 wherein bifurcating comp points comprises bifurcating a slot server.

95. (New) The method of claim 90 wherein providing the benefit comprises providing a benefit to a charity.

96. (New) The method of claim 90 further comprising requiring the team to redeem the comp points before providing the benefit.

97. (New) The method of claim 96 wherein requiring the team to redeem the comp points comprises requiring a predetermined number of team members to be present.

98. (New) The method of claim 96 wherein requiring the team to redeem the comp points comprises a designated player to be present.

99. (New) A method comprising:

 establishing a team comprising a plurality of players playing one or more wagering games;

 tracking game play of the one or more wagering games by each of the plurality of players; and

 providing a record of tracked game play to at least one player.

100. (New) The method of claim 99 wherein providing the record comprises providing the record at a cashiers booth.

101. (New) The method of claim 99 wherein providing the record comprises printing a receipt at a kiosk.

102. (New) The method of claim 99 wherein providing the record comprises printing a receipt at a gaming device.

103. (New) The method of claim 99 wherein providing the record comprises printing the record.

104. (New) The method of claim 103 wherein printing the record comprises printing a textual description.

105. (New) The method of claim 103 wherein printing the record comprises printing a record comprising graphical depictions of outcomes generated by the game play of at least one of the plurality of players.

106. (New) The method of claim 103 wherein printing the record comprises presenting the record in a machine readable format.

107. (New) The method of claim 103 wherein tracking game play comprises recording an indication of a time game play occurred.

108. (New) The method of claim 107 further comprising printing a timestamp indication of the time game play occurred.

109. (New) The method of claim 99 further comprising receiving advance notification of intended team play.

110. (New) The method of claim 109 further comprising requiring advance notification of intended team play.

111. (New) The method of claim 110 further comprising prepayment of a fee to enable team play.

112. (New) A method comprising:

establishing a team of a plurality of players, wherein the players comprise players of wagering games and the team is formed independently of gaming machines on which the players play wagering games;

tracking game play by each of the plurality of players; and

randomly determining whether individual game starts within the game play contribute to team play.

113. (New) The method of claim 112 wherein randomly determining whether individual game starts contribute to the team play comprises determining at a gaming device where the individual game start occurred.

114. (New) The method of claim 112 wherein determining whether individual game starts contribute to the team play comprises determining, at a slot server, whether the individual game start contributes to team play.

115. (New) The method of claim 112 further comprising informing players that a game start contributes to team play.

116. (New) The method of claim 112 wherein determining whether individual game starts contribute to team play comprises determining after the game starts have been resolved.

117. (New) The method of claim 81 further comprising detecting game play by more than one player of the plurality of players occurring substantially simultaneously.

118. (New) The method of claim 99 further comprising comparing the record to a stored record of tracked game play.

119. (New) The method of claim 118 further comprising providing a benefit based on the comparing.

120. (New) The method of claim 118 therein comparing the record to the stored record comprises comparing at a cashiers booth.

121. (New) The method of claim 118 further comprising storing the stored record in memory associated with a gaming device.